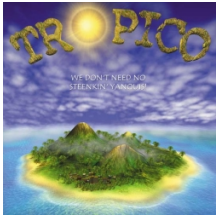


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Tropico Cheats and Hints

Viva El Presidente! The people gathered to pay you their respects.

In a world ruled by grandiose city builders like the SimCity and Caesar series that pretty much outmatched everything else, a shy attempt at making city managing fun came in the shape of the Caribbean island governing simulator. You are El Presidente! It is your choice whether to be a dictator, a pious leader or a capitalist thinking ruler. The South American music style accompanies you throughout your entire career. All sort of missions are available - from getting a certain amount of revenue out of a specified industry (tourism or a production facility) to attracting a certain number of tourists, leading your small nation to the history books as a thriving society, lead as a Capitalist or a Socialist, install Martial Law if you want and a lot of other funny missions (like determine your people to work all day long instead of taking naps all the time or construct an airport as soon as possible to get a few castaways off your island). If you ask me, this is the funniest and most captivating city builder title ever and it really doesn't deserve for you to cheat your way through missions. But I do have to admit, it's sometimes driving you mad not being able to get that last ten dollars you needed to win the mission. Oh, and those ungrateful people not voting for you in the fair elections after all you've done for them... Well, you may have a point here, a few cheats won't hurt. You'll need to **press and hold the CTRL key** and type in the following codes: `ratedifficulty` - to change the difficulty of the game `economicdifficulty` - to change the economic difficulty `politicaldifficulty` - to change the political difficulty `muerte` - to kill the selected unit `rapido` - to build faster `removepeople` - to remove all the people from the map `exacto amount*` - set the treasury value to `amount*pesos` - boost your money by \$20,000 `contento` - boost the overall happiness of your people by 10

Hints on making your fortune and keeping your people happy Now, if you by any chance don't want to cheat through the missions, I could give you a few ideas on how to earn an honest buck or make sure that your people are happy. One of the easiest ways of making money in Tropico is usually to invest in **tourism** and expect the yanquis to give you their dollars. Set up a few medium hotels and sufficient beach sites for all the tourists (they tend to love these more than anything else). In time, they'll be just as amazed by your pools and cabarets. If you play on a random map, no matter how low you set the resource supply, you'll get a fair amount of **gold**. Get those mines in place and start digging, 'cause this pays awesome. If you play on a lush vegetation map, then you should first concentrate on getting some **lumber** mills in place. This will not only bring you a nice export revenue, but also clear out the way for your builders (they also need to cut down the trees to be able to construct). **Pineapple** farming is a great business. It provides food for your people and also gets you a nice export revenue on the market. Sure, **tobacco** and **sugar** plantations pay a lot more, but the climate may not always be appropriate for these. Keep in mind that without proper conditions, any plantation can turn up to be just a waste of time. If you want to keep your people happy, make sure they have access to a church and a clinic as soon as possible. Also try to get them a high school the moment you have the money for it. Use edicts to allow them to learn quicker. If you manage to get a Diplomatic Ministry, make the money to close a deal with the Russians so you can build cheaper residences. If you have the college educated people for it, also build up banks and set them to aid urban development (the more bankers you have working there, the less you have to pay for everything). The pollution in your city is too high? No problem! That can be arranged by planting a lot of trees all around the polluting industries. Do keep in mind that your builders will only attend to planting jobs only if they have nothing else on the entire island to build.